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<p>1. Agreement Circles Students stand in a large circle, then step to the center in proportion to their agreement with a statement by a student or teacher.</p> <p>2. Blind Sequencing Students sequence all pieces without peeking at the pieces of teammates.</p> <p>3. Circle-the-Sage Students who know, stand to become sages; teammates each gather around a different sage to learn. Students return to teams to compare notes.</p> <p>4. Corners Students pick a corner, write its number, go there, and interact with others with same corner choice in a Rally Robin or Timed Pair Share.</p> <p>5. Fan-N-Pick Played with higher level thinking Q cards. #1 fans; 2 picks; #3 answers. #4 praises. Students then rotate roles.</p> <p>6. Find My Rule The teacher places items in a frame (two boxes, Venn, on a line); Students induce the rule. then see if working together they can come up with additional responses neither pair alone had. drawing, pasting, (2 erasers, 2 pencils per team) teams to share response.</p> <p>22. One Stray The teacher calls a number: students with that number "stray" to join another team, to share.</p> <p>7. Find Someone Who Students circulate, finding others who can contribute to their sheet. People Hunt: Students circulate, finding others who match their own characteristics</p> <p>8. Find the Fib Teammates try to determine which of three statements is a fib.</p> <ul style="list-style-type: none"> • Fact or Fiction: Teammates try to determine if a statement is true or false. 	<p>9. Flashcard Game Flashcards in pairs, with rounds, progressing from many to no clues.</p> <p>10. Formations Students stand together as a class to form shapes.</p> <p>11. Four S Brainstorming Sultan of Silly, Synergy Guru, Sergeant Support, and the Speed Captain play their roles as they quickly generate many ideas which are recorded by Synergy Guru.</p> <ul style="list-style-type: none"> • ThinkPad Brainstorming: No roles. Students generate items on thinkpad slips, announcing them to teammates and placing them in the center of the table. <p>12. Idea Spinner Spin Captain "Shares an Idea" or "Quizzes a Pal" to Summarize, Evaluate, Explain, or Predict.</p> <p>13. Inside/Outside Circle Students in concentric circles rotate to face a partner to answer the teacher's questions or those of the partner.</p> <p>14. Jigsaw Problem Solving Each teammate has part of the answer or a clue card; teammates must put their info together to solve the team problem.</p> <p>15. Line Ups Students line up by characteristics, estimates, values, or assigned items.</p> <ul style="list-style-type: none"> • Value Lines: Student, line up as they agree or disagree with a value statement. • Folded & Split Line Ups: Students fold the Line Up or Split and Slide it to interact with someone with a different point of view, characteristic or estimate. <p>16. Lyrical Lessons Students write and/or sing songs based on curriculum, often to familiar tunes.</p>	<p>17. Match Mine Receivers arrange objects to match those of Senders whose objects are hidden by a barrier.</p> <ul style="list-style-type: none"> • Draw-What-I-Say: Receiver draws what sender describes • Build-What-I-Write: Receiver constructs what Sender has described in writing. <p>18. Mix-Freeze-Group Students rush to form groups of a specific size, hoping not to land in "Lost and Found."</p> <p>19. Mix-Pair-Discuss Students pair with classmate, to discuss question posed by the teacher</p> <p>20. Mix-N-Match Students mix, then find partners with the matching card.</p> <ul style="list-style-type: none"> • Snowball: Students toss crumpled papers over imaginary volleyball net, stop, pick up a snowball, then find the person with the matching "snowball." <p>21. Numbered Heads Together Students huddle to make sure all can respond, a number is called, the student with the number responds. receiving praise.</p> <ul style="list-style-type: none"> • Paired Heads Together: Students in pairs huddle to make sure they both can respond, an "A" or "B" is called, the student with that letter responds. • Traveling Heads Together: Students in Numbered Heads travel to new teams to share response. <p>22. One Stray The teacher calls a number: students with that number "stray" to join another team, often to share.</p> <ul style="list-style-type: none"> • Two Stray: Two students stray to another team, to share and to listen. • Three Stray: Three students stray to another team, often to listen to the one who stayed to explain a team project. 	<p>23. Pairs Check Students work first in pairs each doing a problem and receiving coaching and praise from their partner: then pairs check and celebrate after every two problems.</p> <p>24. Pairs Compare Pairs generate ideas or answers, compare their answers with another pair, and then see if working together they can come up with additional responses neither pair alone had.</p> <p>25. Paraphrase Passport Students can share their own ideas only after they accurately paraphrase the person who spoke before them.</p> <p>26. Partners Pairs work to prepare a presentation, then present to the other pair in their team.</p> <p>27. Poems for Two Voices Partners alternate reading "A" and "B" lines of a poem, and read "AB" lines together in unison.</p> <ul style="list-style-type: none"> • Songs for Two Voices: Partners alternate singing "A" and "B" lines of a song, and sing "AB" lines together in unison. <p>28. Q-Spinner Students generate questions from one of 36 question prompts produced by spinners.</p> <p>29. Rally Robin Students in pairs take turns talking.</p> <ul style="list-style-type: none"> • Rally Toss: Partners toss a ball (paper wad) while using Rally Robin. <p>30. Rally Table Students in pairs take turns writing, drawing, pasting, (2 erasers, 2 pencils per team)</p> <ul style="list-style-type: none"> • Pass-N-Praise: Students in pairs take turns writing and hand their paper to the next person only after receiving praise.
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<p>31. ReadingBoards Students manipulate game pieces relating to the song as they sing along.</p> <p>32. Rotating Review Teams discuss topic, chart their thoughts, rotate to the next chart to discuss and chart their thoughts.</p> <ul style="list-style-type: none"> • Rotating Feedback: Teams discuss, then chart their feedback to another team's product: then rotate to do the same with the next team. <p>33. Round Robin Students in teams take turn talking.</p> <ul style="list-style-type: none"> • Turn Toss: Students toss a ball (paper wad) while doing Round Robin. • Think-Write-Round Robin: Students think, then write before the Round Robin. <p>34. Roundtable Students in teams take turns writing, drawing, pasting, (1 paper, 1 pencil per team)</p> <ul style="list-style-type: none"> • Rotating Recorder: Students take turns recording team responses. • Simultaneous Roundtable: Round Table with more than one recording sheet passed at once. (4 papers, 4 pencils per team) <p>35. Sages Share Students ThinkPad Brainstorm ideas, and each initial those ideas they can explain, then students take turns interviewing the "sages"- those who can explain an idea they don't understand.</p> <p>36. Same-Different Students try to discover what is the same and different in two pictures, but neither student can look at the picture of the other.</p> <p>37. Send-A-Problem Teammates make problems which are sent around the class for other teams to solve.</p> <ul style="list-style-type: none"> • Trade-A-Problem: Teammates make problems which are traded with another learn to solve. 	<p>38. Showdown Teammates each write an answer, then there is a "showdown" as they show their answers to each other. Teammates verify answers.</p> <p>39. Similarity Groups Students form groups based on a commonality.</p> <p>40. Spend-A-Buck Each student has four quarters to spend on two, three, or four items. The item with the most quarters is the team choice.</p> <p>41. Spin-N-Think Students follow a thinking trail (Read Q. Answer Q. Paraphrase & Praise, & Discuss). At each point on the trail a student is randomly selected to perform after all students have had think time.</p> <ul style="list-style-type: none"> • Spin-N-Review: Students review questions by following trail (Read Q, Answer Q, Check Answer, Praise or Help). <p>42. Stir-the-Class Teams stand in circle around room, huddle to discuss a question from the teacher, stand shoulder to shoulder when they have their answers, rotate to next team when their number is called to share their answer, and join the new team for next question.</p> <p>43. Talking Chips Students place their chip in the center each time they talk; they cannot speak gain until all chips are in the center and collected.</p> <ul style="list-style-type: none"> • Gambit Chips: like Talking Chips but chips contain gambits (things to say or do): For examples, Affirmation Chips contain praisers: • Paraphrase Chips contain gambits for paraphrasing. • Response Mode Chips: Like Talking Chips but chips contain response modes: For examples, Summarizing, Giving an Idea, Praising an Idea 	<p>44. Team Chants Teammates come up with words and phrases related to the content, then come up with a rhythmic chant often with snapping, stomping, tapping, and clapping.</p> <p>45. Team Interview Students are interviewed, each in turn, by their teammates.</p> <p>46. Teammates Consult Fur each of a series of questions, students place pens in a cup, share and discuss their answers, and then pick up pens to write answer in own words.</p> <p>47. Team-Pair-Solo Students solve problems first as a team, then as a pair, finally alone.</p> <p>48. Team Stand-N-Share All teams stand. Teams share ideas and record ideas from other teams. Teams sit when all ideas are shared and continue to record until all teams sit.</p> <p>49. Team Statements Students think, discuss in pairs, write an individual statement, Round Robin individual statements, and then work together to arrive at team statement they all endorse more strongly than their individual statements.</p> <p>50. Team Word-Web Students write the topic in the center, Round Table core concepts then free-for-all supporting elements, and bridges. Students each use a different color pen or marker for individual accountability and to ensure equal participation.</p> <ul style="list-style-type: none"> • Team Mind Map: Students draw and label the central image, brainstorm, draw and label main ideas radiating out of the central image, and finally add details using colors, images, branches and key words. 	<p>51. Telephone One student leaves the room. The teacher teaches the remaining students. The absent student returns and is taught by teammates.</p> <p>52. Think-Pair-Share Students think about their response to a question, discuss answers in pairs, and share their own or partner's answer with the class.</p> <ul style="list-style-type: none"> • Think-Pair-Square: Same except students share their answers with teammates rather than with the class. <p>53. Three-Pair-Share Students share on a topic three times, once with each teammate.</p> <p>54. Three-Step Interview Students share with a partner, the partner shares with them, and then they Round Robin share their partner's response with the other teammates.</p> <p>55. Timed Pair Share Students share with a partner for a predetermined amount of time and then the partner shares with them for the same amount of time.</p> <p>56. Who Am I? Students attempt to determine their secret identity (taped on their back) by circulating asking "yes-no" questions of classmates. They are allowed three questions per classmate (or unlimited questions until they receive a no response). They then find a new classmate to question. When the student guesses his/her identity, he/she becomes a consultant to give clues to those who have not yet found their identity.</p>
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